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Asmik
Corporation of America



Asmik Corporation of America, 50 North La Cienega Blvd, Suite #214,
Beverly Hills, CA 90211 (310) 854 9777

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NINTENDO ENTERTAINMENT SYSTEM™

NES-WG-USA

INSTRUCTION MANUAL

Asmik
Corporation of America

WURM!

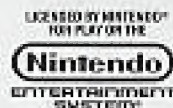
JOURNEY TO THE CENTER OF THE EARTH!



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Thank you for purchasing the **WURM** Game Pak for your Nintendo Entertainment System®, created for you by Asmik.

Before you start to play, please read this instruction booklet carefully and follow the correct operating procedures. Keep this instruction booklet safe for future references.

Precautions:

1. If you play for long periods, take a 10 to 15 minute break every hour or so.
2. This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Also do not disassemble the unit.
3. Don't touch the terminals or let them come in contact with water as this can cause malfunction.
4. Don't wipe this equipment with volatile solvents such as paint thinner, benzene, or alcohol.

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WURM!

JOURNEY TO THE CENTER OF THE EARTH!

The Story: The year is 1999. Strange phenomena has begun to take place on the surface of the earth. Destructive earthquakes and volcanic eruptions have scarred the earth, altering the vital ecological balance of our planet.

Worried leaders of the world have summoned their brightest scientists to discuss the possible reasons and repercussions if the phenomena continues to destroy the planet.

A decision has been made to mobilize a team of scientists to explore the phenomena deep below the surface. With the Marine Corps as the crew, a multi-configuration vehicle, the VZR, was prepared for the mission. Those that have seen a VZR in action have begun to call it the Wurm.

One by one, four VZR's were quickly dispatched. All four became lost and any attempts to establish contact with

the lost crews proved to be futile.

A special unit of the Marines has been called in to rescue the vanished crews in the face of what appears to be more than just geological phenomena.

But as the young Marines boarded the Wurm, they couldn't help but wonder: "What happened to the others?"



BEFORE YOU GET STARTED:

This game combines the skill of role playing with action of an arcade game. There are four individual sequences including an additional cinema mode.

THE GAME MODE

HSS: Horizontal Scroll Shooting Mode



This mode is a shooting sequence where you will have a side view of the Wurm. The Wurm will have three basic modes of operation: The Tank Mode, The Hover Mode, and The Aerial Mode.

VSS: Vertical Scroll Shooting Mode



This mode is a shooting sequence where you will have a side view of the Wurm. The Wurm will have two basic modes of operation: The Hover Mode and The Aerial Mode.

CSRP: Cockpit Shooting/Role Playing Mode



This mode combines role playing and arcade style shooting. The shooting sequence will appear as if you are sitting in the cockpit, and you will search and destroy monsters that appear in the crosshairs in front of you. The role-playing mode will allow communication between the crew to analyze and make decisions about the task at hand.

SARP: Shooting Adventure/Role Playing Mode



This mode is a combination hand-to-hand combat adventure and role playing mode. The hand-to-hand combat mode is a horizontal scroll, shooting adventure where Moby, the crew captain, travels through a maze to find clues. The role playing mode engages automatically when Moby approaches a subject.

The Cinema Mode:



This mode is a movie-like animated sequence which appears automatically between areas to give the game a sense of realism and continuity. There is no action involved here.

THE UNDERGROUND WORLD OF WURM

This game is comprised of five Acts, just as in a drama. Each act has 3 to 5 areas of play with 20 areas in all. As each unfolds, you will be drawn deeper and deeper into the game.

ACT 1 NONMALTA

Area 1	G-Point Fault	HSS Mode
Area 2	Cave Entrance	CSRP Mode
Area 3	The Cave	SARP Mode

ACT 2 DYNA CRYSTAL

Area 1	Crystal Cave	HSS Mode
Area 2	Magma River	VSS Mode
Area 3	Ruins of Gaia	CSRP Mode
Area 4	Halls of Gaia	SARP Mode

ACT 3 MAGMA FALLS

Area 1	Subterranean Jungle	HSS Mode
Area 2	Underground Volcano	VSS Mode
Area 3	Magma Falls	CSRP Mode
Area 4	Princess of Dinamur	SARP Mode

ACT 4 ZIGGY

Area 1	Lemuria	HSS Mode
Area 2	City of Lemuria	HSS Mode
Area 3	The Control Tower	CSRP Mode
Area 4	The Laboratory	SARP Mode

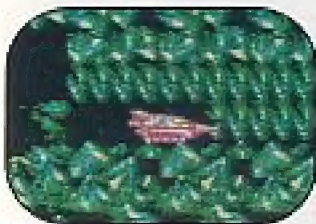
ACT 5 DUAL DUEL

Area 1	Dilenum Mines	HSS Mode
Area 2	Volcanic City	VSS Mode
Area 3	The VZR 5	CSRP Mode
Area 4	Underworld Empire	SARP Mode
Area 5	Statue of Dyna	CSRP Mode

○ FORMS OF THE WURM

The Wurm is a multi-configuration vehicle designed for underground exploration. During the HSS Mode, it can transform into three different forms: The Tank Form, The Hover Form, and The Aerial Form. But in the VSS Mode it can only transform into The Hover Form and The Aerial Form.

Tank Form:



During the T-Form, the Wurm maneuvers like a tank on the ground. It has the use of its Double Gatling Gun and the Drill. The Drill needs to be activated in order to travel through stone. The Wurm's shields will not decrease even if it travels through very dense stone.

Hover Form:



During the H-Form, the Wurm responds like a Hover Craft. It can become airborne, and it will have the use of a variety of arsenal that will become available as the game progresses. (See page 10). The basic arsenal is the Triple Gatling Gun, and the Drill is activated automatically. The Wurm's shields will decrease if you hit denser stone formations.

Aerial Form:



During the A-Form, the Wurm transforms into a Super Jet Fighter. The basic arsenal available in the A-Form is the Laser Gun. The number of weapons increases as you progress further. The Wurm's shields will decrease if you hit dense stone formations.

THE ARSENAL OF THE WURM

To do battle underground, the Wurm is equipped with a variety of weapons. Many of the Wurm's weapons will activate when it progresses through various areas. Some weapons, however, can not be used in some situations. In this case, "Impossible to Use" will appear on the screen.

Weapons of the Tank Mode

- The Cyclone Drill A high speed drill which drills through stone
- Double Gatling Gun Shoots normal shells in two directions

Weapons of the Hover Mode

- Triple Gatling Gun Shoots normal shells in three directions
- Hyper Cannon Shoots radar homing energy balls (Unit Gamma)
- Doppler Cannon Shoots a wave of energy in two directions (Unit Omega)

Weapons of the Aerial Mode

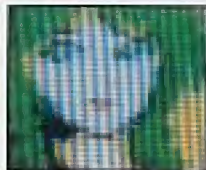
- Laser Gun Shoots normal laser blasts in three directions
- Hydro Sonic A high powered water cannon (Unit Alpha)
- Melt Needle Shoots a high powered electro-blast which will spin around your craft and act as a shield (Unit Beta)

	Normal	Optional	Optional
T-Form	Double Gatling	Drill	
H-Form	Triple Gatling	Hyper Cannon	Doppler Cannon
A-Form	Laser Gun	Hydro Sonic	Melt Needle

THE CREW AND OTHER CHARACTERS

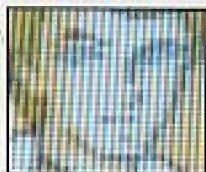
MOBY

Crew Chief of Wurm and Lady Protagonist of this story. She is searching for her lost love, Ziggy, who was lost in the VZR-3.



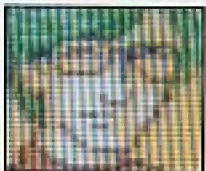
DAN

Chief Engineer of Wurm. He is the brother of Sylvia, lost with the VZR-3.



LOCKE

Geological Physicist aboard Wurm.



SYLVIA

Engineer lost with the VZR-2.



G-13

Analytic Robot lost with the VZR-2.

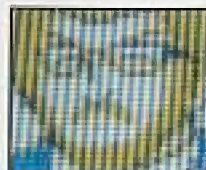


ZIGGY

Engineer lost with the VZR-3.

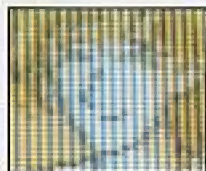
PROFESSOR BANDA

Chief of the lost VZR-4 and Moby's father.



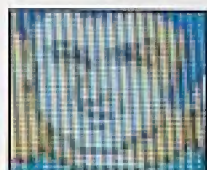
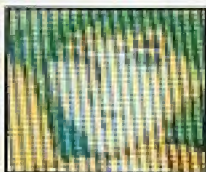
DAVIS

Electrical Engineer lost with the VZR-3.



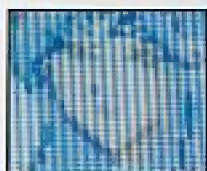
ALLAN

Engineer lost with the VZR-3.



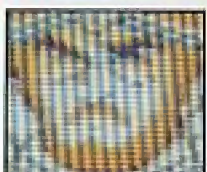
MIKE

Biologist



DIANE

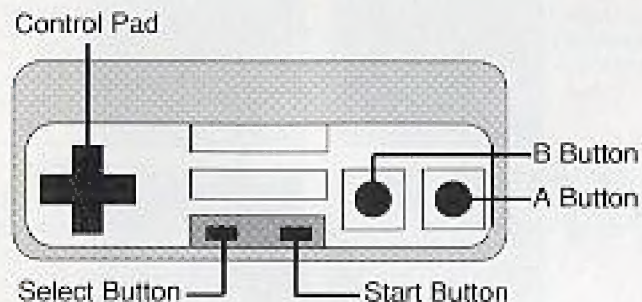
Princess of Dinamur taken hostage by the Nonmallas.



KING OF DINAMUR

King of the Under-world Empire of Dinamur, taken hostage by the Nonmallas.

GETTING STARTED



Insert your Asmik, WURM Game Pak correctly into the Nintendo Entertainment System® and turn the power ON. The title screen will appear and the music will begin to play. Press the Start Button to begin.

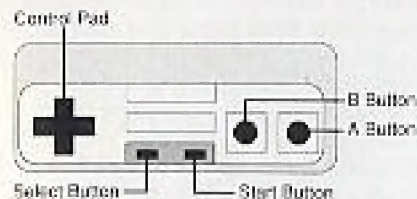
GAME OVER AND CONTINUE MODE

After the Game Over sign appears at the end of the game, you have the option of continuing or ending the game. Use the Select Button to choose CONTINUE or END and press the Start Button to enter.

PASSWORD

When the Game Over screen appears, a password will be given. You can use the password to continue from that particular ACT at a later time. To enter your password, use the Left and Right Buttons on your Control Pad to move the cursor to the right or left, and use the Up and Down Button on your Control Pad to select the numbers.

HOW TO USE THE CONTROLLER:



Control Pad
• Change Forms



Control Pad
• Change Weapons

Horizontal and Vertical Scroll Mode

Start Button

- Pause game

A Button

- Use with Control Pad to change Form and Weapon

Control Pad

- Moves Wurm up, down, right and left
- Moves Wurm right and left in Tank Form only

B Button

- Fires Wurm's Weapons

Cockpit Shooting/ Role Playing Game

Start Button

- Pause game

Select Button

- Bypass Role Playing Mode

A Button

- Cancel Command
- Fire Wurm's Weapons

Control Pad

- Select Command
- Select Crew
- Select Weapon
- Move Aiming Crosshairs

B Button

- Enter Command
- Fire Wurm's Weapons

Shooting Adventure/Role Playing Mode

Start Button

- Pause Game

A Button

- Moby Jumps

Control Pad

- Moves Moby Back and Forth
- Moby Kicks (Up Button)

B Button

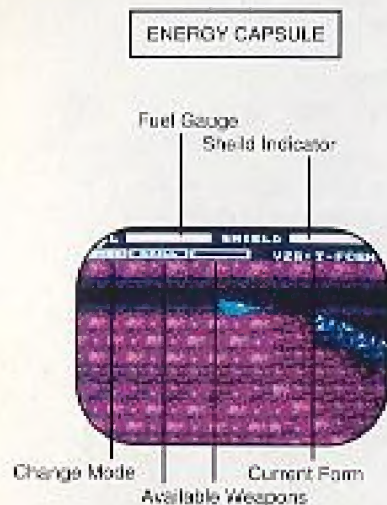
- Moby Fires Her Gun
- Forwards Dialogue

Cinema Mode

- B Button Forwards Dialogue

HOW TO PLAY

Horizontal and Vertical Scroll Shooting Mode



Destroy Enemy Monsters.

Collect Energy Capsules to Gain Fuel.

When you destroy a monster, some of them will turn into energy capsules. Collect them to restore the Wurm's fuel.

Change the Wurm's Form and Weapons as needed.

Use the Up and Down Buttons on the Control Pad together with the A Button to select the Form. Use the Left and Right Button on the Control Pad with the A Button to change weapons.

Watch Your Shield Indicator.

Every time the Wurm takes a hit, the shields will be reduced.

Understanding the Screen.

Cockpit Shooting/Role Playing Game

Analyze the Situation.

Communicate between members of the crew. Select the Talk command and listen to each of the crew members. They can help you find the best way to destroy the monster. You will have 8 chances to communicate. You can bypass the role playing mode by pressing the Select Button if you wish.

Increase Possibility Factor.

Increase the Possibility Factor by communicating with the crew in the right order. The Possibility Factor represents your chances of destroying the monster. Try to reach 100% for your best odds.

Select the Right Weapons.

Use the aiming sight on the screen to aim and shoot at the monsters. When the Life Meter expires, the game is over. If you fail to destroy the monster the first time around, the communication mode will return.

Understanding the Screen.



Shooting Adventure/Role Playing Mode



Destroy Enemy Monsters.

Moby can use the Starlight Gun or Kicks to destroy the enemy. The game is over when the Life Meter expires.

Collect Items.

Collect the Heart item to restore life. Collect the Diamond to restore energy for the Starlight Gun.

Collect Information.

Search the area for clues which may help resolve problems and unanswered questions. When Moby approaches an item or person, the Dialogue Monitor will automatically engage.

Save the Lost Characters.

The lost characters will also have important information, and most importantly, they may have the key to open up doors. Understanding the Screen.

INTRODUCTION OF THE ENEMY CHARACTERS

Boss Characters

CSRP Mode

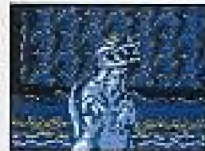
Bemul-A Proto-Bio monster. A mutation of a primitive life form. It has a large eye in the middle with tentacles extending from it.



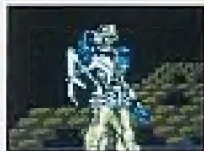
Anrock-A Bio-Geo monster. A stone monster with biological properties. Virtually invincible.



Zatan-A reptilian monster. Thought to be a surviving dinosaur of years past. Beware of its powerful tail.



Sogab-The evil ruler of the Normalla Empire. The Boss of all Bosses.



Bandal-A Bionic Monster. A part machine part human monster, created in the evil laboratories of Normalla.

SARP Mode



Icamed-Sogab's right hand monster. The number two monster of the Normalla Empire.

MINOR CHARACTERS

HSS Mode

Byrd



Thumper



Diadom



Jelligun



Quartz



Geold



Crysbali



Anvil



Diawheel



Znail



Dragon



Bitonga



Stargun



Diamech



Spore



VSS Mode

Iceburn



Firebird



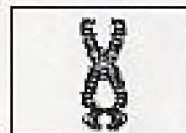
Fireball



Homegun



Worm



Spilgut



Homebase



SARP Mode

Stingle



Loopin



Listbat



Bill



COMPLIANCE WITH FCC REGULATION

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limit for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the computer with respect to the receiver.
- Move the computer away from the receiver.
- Plug the computer into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

'How to Identify and Resolve Radio-TV Interference Problems'

This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.